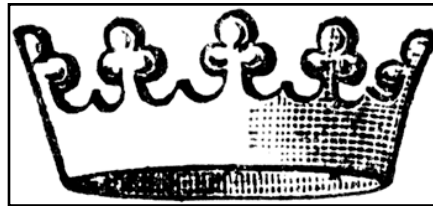


HorseFeathers

A Word from His Grace

Looking Forward by Duke Kate Ghanston.

We had what I think was the best Dragonmaster we've had in a while. While we didn't have very many people enter, we did have many entries. Thank you to everyone who judged, I know it's sometimes hard to render an opinion.



I find some amusement in the fact that my push to get loaner sashes was infinitely more successful than the tunic/tabard contest. We did in fact get one loaner sash made and donated to the Duchy. We got a grand total of zero tunics and tabards.

I guess that saves us having to figure out what to award the winners of the tunic and tabard contests.

Up next we have the Rio Grande Highland Games . It is a golden opportunity to show people what were made of, have fun and entice people out to play with us. I hear we will have Fight-a-Knight and an Archery Booth back this year. I understand we'll also be selling Amtgard legal daggers. I plan on attending, and I hope to see you all there as well.

Duke Kate Ghanston
Pegasus Valley

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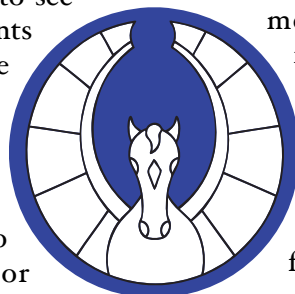
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Rio Grande Highland Games -- May 19, 9am-5pm, Balloon Festival Park

From the Regent - Dru-kara (or at least Exedor pretending to be her)

Greetings to you all!

I'm so proud to be your Regent. I would like to agree with Duke Kate in encouraging the various class guildmasters in keeping some loaner equipment handy. (Trust me, he's gonna say in later in the newsletter.) Another thing that I'd like to see happen is much greater attendance. Events outside of the park would also be welcome. I hear rumors that back when Pegasus Valley was in its heyday and was fielding around 40 people a week they would hold mini-events called "revels." These were like little in-character, in-garb parties thrown at someone's house or



perhaps in the common room of someone's apartment complex. Doesn't that sound awesome?! Let's get the attendance back up and get that sort of thing going again! Not to mention, more people equals more fighting! In fact, if there is enough interest, perhaps we can get some form of A&S meeting going again. If you would be interested in that sort of thing, please let me know! That leads into my next point, we need more garb on the field. Baron Exedor is going to speak more about it a few pages in (really, trust me, I read ahead), but I'd like to say here on the front page, it's a good idea.

TALES OF TREES AND MAGICS

I hereby challenge all class Guildmasters to get proper loaner equipment for their class.

Appropriate equipment consist of class sashes, enchantment strips, class ribbons, and first level spell balls. Higher level spell balls should not be loaner equipment as higher level players should have the dedication to provide their own equipment.

The GM of Bards has got a leg up with a really kicken loaner sash made and donated by Equus, but

don't let that deter you. By that same token don't think you can rest on your laurels.

The best assortment of loaner equipment will be recognized and the GM responsible will receive an appropriate award at Step-Down.

Thank you all,
Duke Kate Ghanston
Guild Master of Druids
Guild Master of Monsters

THE CONTINUING SAGA OF ALEX & ALTON

“Ok, so where were we? Oh yea! We had just got all knocked out and unconscious-like and carted away. Well, it turns out it was dem dirty orks that was rampagin' in the area and we's was all locked up in a little cage in da back o' one of their carts in their caravan. I can tell ya it weren't no fun in that thing, but it we'd been worsen off b'for. It was dark at this point and it felt like dem orks had stopped for the night. We figgered that whiles they were over by their fire that it'd be a good time to get to pickin' da lock and gettin' outta there, but then we heard this voice call outta da dark. It sounded human (yea, definately not all orky) (shush! I'm tellin' it now) and this here crazy human was callin' for da orks to surrender his pants or be destroyed!! His pants! I guess they'd stoled them or something and he was hoppin' mad wantin' 'em back. We used the distraction to get outta da cage and start lookin' fer our stuff when all heck broke loose! Tha human guy had a couple'a friends and they rushed in when the orky leader told them to sod off. They looked to be pretty good at ork killin', well, except for the guy who was lookin' for his pants. He ignored the orks and just kinda went from cart to cart looking for his pants! By this time we'd found our gear and put it all on, but figured while were in a cart full

o' loot, we might as well help ourselves to some if any of it looked appealin'. One o' da orky guards got a little too close to da cart we was in, and we's really don't much like interruptions and we had our slings now so we each shot a rock at 'em. If'in folks don't see our attacks a'coming, they sure do seem to hit really hard sometimes.. I guess whens they ain't dodgin', we can hit'em where it counts! It just took them two sling rocks for him to slump to the ground and we went back to our huntin' for loot. There weren't lots o' good stuff, but we got a few trinkets and such. That human who'd been hollerin' fer 'is pants had climbed up onto one of the carts and was lookin' around. Suddenly, he pointed at a group o' orks and said something and WHOOSH! A big ole fireball blowed up a bunch o' dem orks!! It weren't much of a fight after that, most o' da orks were either cut up by the mage's friends or blowed up by him. (Or all shot up by us, don't forget!) Well, about that time we came across a pair o' some neat pants that didna seem ta have seams! Magic pants!! These gotta be da pants he's lookin' for!

Alex and I looked at each other and had the same though, as we did a lot o' da time. That mage is pretty powerful, we don't know where we are, and makin'

friends with powerful folks is just smart livin'! We hopped down offa da cart and headed over to the mage, wavin' his pants, hopin' he wouldn't blow us up. I think we gave him a little start, but he realized pretty quick that we weren't orks and then he saw his pants! He was real happy with us and then he even offered us jobs has his manling servants! The plan was workin'! (They don't know our plan, but real quick, it's like: find powerful people, make them your friends, profit!) Anywho, they took us back to their town, Scarsdale. (Scalesdale!) (Not yet, Alex, that's another story, we ain't to that part yet!) (Oh, yea.) Master Basil (da mage) gave us rooms in his big ole mansion and even gave us a salary! It was like a dream come true! Plus, it left our evenings free to, um.. explore the town and um, make a little extra money. Any who, I's tired o' all this here talkin', so I'll leave it there. Don't miss next time! (bye!)

Stay tuned to the CONTINUING SAGA OF ALEX & ALTON



BOD MINUTES -- APRIL 14, 2007

Attending

President: Elena Moreno "Dru-Kara" (12:11)

Monarch/Secretary:

Robert McClenahan "Kate Ghanston"

Treasurer: Jeff Moehn "Mossy"

Prime Minister: Chris Tillman "Styx Nobleheart"

Liason: Sarah Budai "Tie Dye" (12:11)

Alternate: Cindy Ploen "Shayleigh"

Convended: 11:55 am MDT**Los Lunas Chapter:** No contact - Tabled**Shared Feasts:** First Feast Free; Shire must contribute 20%; Sharing chapter must be under DS and have signed contracts. Pass 4-0**Credit Transfer to Santa Fe:** Shire must be set up in the ORK. A hard copy of the records transferred will be retained.**Treasurers Report:** Bank: \$1277.32 (unchanged) Cashbox: \$123.47. Payment made for storage unit (\$39).**Corpora Article I:** Accepted as written.**Corpora Article II:****Members:** Added stipulation that legal guardian must attend with underage members.**Voting Members:** Add stipulation that dues may not be paid on the day of elections. Add stipulation that they must have signed in at least six times in the last six months.**Credits:** Regular Meeting: Add caveat for unscheduled events.**Events:** Remove sign in validation for attending at another chapter.**Maximum:** Add exception for incentive credits awarded at the discretion of the monarch and Prime Minister.**Termination:** Separate last section and change to Suspension. Move suspension ahead of termination. Remove the clause allowing discretion in exceeding the guidelines for suspending a member. Added

stipulation that an allthing must be called for the next regular meeting to present to the populous the grounds for suspension. The suspended member may be present to speak for himself. The allthing may overturn the suspension with a 2/3 vote. The monarch may ask the allthing to upgrade the suspension to permanent termination; enacted by a 2/3 vote. The suspension may be appealed to a regularly scheduled allthing, but must be announced a week ahead of time. Suspension lenth shall be at the discretion of the monarch but shall not exceed 6 months.

Revisions of Article II to be reviewed at next BoD meeting.

Adjourned: 12:55 pm MDTKate Ghanston
BoD Secretary

GET GARBED!

The Sylvan Wardrobe

Custom Quality!

Our headquarters may have moved to near the Duchy of Darkmoon in the Empire of the Iron Mountains, but rest assured, you can still get our top-quality wares in the great Duchy of Pegasus Valley. Pegasus Valley shall always be a place of fondness for me and I would be honored to continue to provide garb and accessories to the group. The Wardrobe is capable of many items, including, but far from limited to, tunics, tabards, sashes, pants, feast shirts, belt favors, shield covers and banners (including your heraldry)! Simply drop me a message at ladyrosaleendhu@hotmail.com and I'll get right back to you with pricing and answers to any of your questions! I look forward to doing business with thee!



WOW, THE NEW GUILDMASTER OF REEVES IS A WORDY GUY

Greetings unto the populace of Pegasus Valley. As your newly, duly elected Guildmaster of Reeves, I would like to take this opportunity to do a bit of housecleaning. First, what you can expect from me, as your GMR.

1) I will not call your shots. Amtgard is about honor, we're all (for the most part) adults, or quickly becoming adults. As such, I expect each and every one of you to bring honor to the field of battle. If you are fairly hit, take it. If you were not hit, don't. If your opponent questions your honor, I would ask that you err on the side of grace and take the shot, but I will not demand that of you do. However, if a disagreement escalates to something that disturbs other players (or heaven forbid, me), both of the combatants will be removed from the game immediately. Please keep that in mind, and keep any discussion civil; I don't relish hauling anyone off

2) This should go without saying, but any rule I make on the field stands for the duration of the game. I will have a copy of the rules with me at all times, for such things as clarifications or definitions of effects that are infrequent (such as the color of a Thornwall marker). If you feel I have erred, do not argue during the game, that will just make me haul you off the field, and you'll be forced to wait till the next game to play. Bring any issues up after the game is called. I'm very approachable, despite my gruff appearance. And I'm honest and tractable. If I made a mistake, I'll acknowledge it and we'll move on. I don't hold grudges, so if you're wrong, I won't single you out for future harassment.

3) I shall endeavor to make the game fun for everyone. One thing that I don't think is fun is being trounced, repeatedly. I will attempt to make the teams as balanced as possible before the game starts, but I won't force people to move from one team to the other without just cause. What this means is, I'll ask for volunteers to switch classes if there is only one magic user on the field, or perhaps swap teams if one is full of barbarians and the other is full of scouts. (As happened two weeks ago, where I think moving the barbarians off the druids team would have helped balance the game immensely)

4) I shall be enforcing the Peasant Rule. If you are not wearing the required garb for your class, you will be playing peasant.

Second, here is what I expect of the populace:

1) Play with honor, and don't be a dick. I don't care if you're an anti-paladin who in game worships Khorne and eats baby

eyes for breakfast, you can still play with honor towards your fellow Amtgarders. Role-play being a dick all you want, taunt people, scare the crap out of them, but don't treat them as dirt, take their shots truthfully, even if you think they're not good enough to actually hit you, and basically be kind to each other, out of character.

2) Have fun, it's a game, and games are made to be fun. Don't get caught up in the little stuff. If someone blows off your shot, don't get angry, don't try to smash them harder next time, just keep playing - and if it continues, get my attention. As much as I hate calling shots, I hate sloughing cheaters even more. Slough under my eye, and you'll be removed for that life. Practice your rhino-hiding during ditching, when it doesn't matter (though you look like an ass) - just don't do it on my field.

Last, I want to clarify some things before closing. The first battlegame I reeved this year (the one mentioned above, with the barbarians and scouts) was very light-handed on my part. I wanted to see the organic flow of the game with the current populace, to gauge where reeving needs to be enforced, and where the game can flow. I apologize for not expressing how I was going to reeve that game up front. Future games will not be so 'sloppy', nor so one-sided - as much as a reeve can affect those things. Secondly, the Weapon's Master Tourney generated a little bit of controversy. First, I want to apologize to Styxx for the single dagger tourney. Running it back in my mind, you did beat Equus, and should have taken at least second in that event. If it's any consolation, even if you'd taken first, it wouldn't have changed the final standing, at all (other than possibly reducing the overall number of the wins Sir Alucard accumulated.) Again, I deeply apologize for that mistake.

In closing, let me say that I wholeheartedly look forward to being the GMR for Pegasus Valley this reign. From the conversations I've had with Duke Kate, Regent Dru-Kara and Master Lorithavon, it looks to be an exciting ride. Thank you for electing me,

Lord Theodoxus Thaxson
Guildmaster of Reeves
Pegasus Valley, Duchy of Dragonspine.

PS: All you reeve qualified people out there - if you want to help me, that's cool. If you'd rather play in the games, I totally understand and don't begrudge your decision.

NOBLE NOTIONS.. OR AT LEAST EXEDOR'S RANTING SPACE

Greetings! I'm honestly not sure what all I'm going to present in this space, I'm kind of freewriting at the moment. I suppose I'll rattle off a few things I've noticed and see where we end up.

First, we need more people! We need bigger battles, we need more help for events, we need more color to attract even more people! Five or even ten of us at the park really doesn't inspire many people to come over and check us out. We've had upwards of 40 people weekly before, and it was awesome. Having lots of people opens up lots of things, like having multiple fighting companies present (and company battles!), revels, huge ditch battles, better battlegames. It's really nice. Bring your friends, bring your enemies, bring someone. If there are any current Amtgard flyers for PV, we should get some out, and if there aren't, we should get some (I'm sure several of us are competent and willing).

Next topic, garb. I've noticed quite a bit of ungarbed participants. Not wearing garb at the park isn't good. I can understand if it's cold and you don't have appropriate cold-weather garb, a jacket or coat is fine. However, playing in a battlegame with no garb

but perhaps the appropriately colored sash is just depressing. There are many garbers in the group, some of which I'm sure work for reasonable prices. Off the top of my head, I know that both Lady Isoud and Lady Shayleigh are accomplished garbers, I'm sure there are others. Rosaleen is also still making garb, even though she doesn't live here anymore (she visits often). See her advertisement on this page.

I am really looking forward to battlegaming this weekend (today, for you folks, since this is getting distributed on Saturday). Games should run a little more smoothly with Lord Theodoxus appointed as the Guildmaster of Reeves and able to rebalance things without bias (which is hard for the participants to do for themselves since they have an obvious interest in winning).

Farewell friends, I look forward to seeing you all soon!

Baron Exedor Wayfel, Editor

GREETINGS, FANS OF THE VINTNER AND SPIRITS WITHIN

It is I, Nightmare, letting you know that as the GM of Vintners I shall hopefully be hosting another Vintner How-to-workshop here in the near future. The last one that was held came with some rather tasty and wonderful ideas. The next class will be similar to the last one except one minor difference and that is we shall be discussing what should be the Harvest War drink of choice to be served at Harvest War this year when Nightmare's Bar makes its 8th year return.

If you have any questions please email me privately at Nightmare_1701@yahoo.com and I will

provide the necessary information to you to the best of my ability.

Dolor Temporarius Gloria Aeterna Cicatrices
Virgines Placent



Nightmare Silvertongue Stormblade, Esquire
Lord of House Shadow Moon
Lord of Dark Soul Guild
Procurer/Owner of Nightmare's Bar (coming soon to a Harvest War near you)

Guildmaster of Vintners (bringing friends and enemy's closer in the bottom of a bottle)

Saracen and Believer in THE dream



FUN FACT FROM EXEDOR'S MIND

Pegasus Valley was founded in June of 1993 by 4 dedicated players, two of whom had never played before, and two who had migrated from the Duchy of Dragonspine to the south.

Player	AP	Ar	At	As	Ba	Bd	Co	Dr	He	Mk	Mo	Pa	Rd	Rv	Sc	UD	Wa	Wz
Alexar	0	37	0	0	0	0	8	0	0	0	0	0	0	0	79	5	0	6
Alucard	58	1	0	0	3	46	11	0	65	2	46	0	0	12	96	1	78	40
Cassandrah	0	2	0	128	46	0	76	2	33	1	47	0	0	16	0	2	98	0
Darkwolf	0	0	0	52	2	0	2	0	64	97	3	0	0	0	0	0	14	0
Dru-kara	0	0	0	0	0	0	14	0	0	0	0	0	0	0	0	0	0	0
Eques	0	0	0	0	30	0	1	0	66	0	4	0	0	0	0	0	79	0
Exedor	0	0	0	62	28	0	12	61	65	62	62	0	0	7	68	0	73	42
Wench	0	0	0	0	0	0	20	0	1	0	1	0	0	0	0	0	0	0
Glenalth	0	32	0	19	32	51	2	66	17	76	29	0	0	6	22	0	161	64
Grim	0	0	0	33	39	0	10	13	33	10	1	0	0	0	0	0	8	62
Isoud	0	0	0	15	0	75	83	55	5	1	14	0	0	5	0	0	4	0
Jovas	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	10	0
Kate	0	0	0	0	0	0	1	62	82	1	11	0	0	12	24	0	7	61
Kit	0	14	0	29	23	0	0	0	0	69	4	0	0	1	1	0	40	0
Lancaster	0	0	0	0	0	0	0	0	0	14	0	0	0	0	13	1	0	0
Lila	0	17	0	0	0	4	111	7	7	0	21	0	0	3	70	0	26	0
Locus	0	0	0	28	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Lor	0	0	0	68	2	1	1	0	0	0	47	0	0	1	1	0	61	79
Lurker	0	0	0	2	72	28	4	0	0	0	3	0	0	0	0	0	82	0
Marcil	0	1	0	1	0	0	0	0	0	0	0	0	0	0	104	0	7	0
Marcus	0	0	0	0	0	0	2	0	0	5	0	0	0	0	0	1	2	0
Moire	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
Mossy Zinc	0	0	0	0	0	0	124	45	0	0	0	0	0	0	0	0	0	0
Nacoochee	0	0	0	12	0	3	26	0	0	7	0	0	0	0	0	0	0	0
Naga	0	34	0	71	0	0	7	0	68	18	36	0	0	6	0	1	89	0
Nitewind	0	0	0	0	2	2	26	0	72	21	29	0	0	4	1	0	0	1
Qilamil	0	57	0	2	0	0	1	0	1	0	4	0	0	0	0	0	26	4
Redd	0	0	0	0	0	0	0	0	3	37	1	0	0	0	0	0	4	23
Rhianon	0	1	0	0	0	0	35	0	0	0	0	0	0	0	0	0	0	0
Roland	0	0	0	0	64	0	2	61	56	63	50	0	0	0	60	0	5	68
Samson	0	0	0	10	85	22	1	5	0	2	1	0	0	3	1	0	26	0
Sapphire	0	0	0	0	0	0	0	0	13	0	0	0	0	0	0	0	0	0
Scotia	0	1	0	41	0	1	9	0	1	2	1	0	0	2	0	2	93	0
Shayleigh	0	0	0	0	0	0	78	14	14	0	0	0	0	0	0	0	0	0
Silk	0	0	0	2	0	0	7	0	0	0	0	0	0	0	0	0	67	0
Skywalker	0	62	0	0	84	0	24	28	1	2	62	0	0	13	65	0	112	0
Styxx	0	0	0	0	0	0	23	43	0	0	7	0	0	0	116	0	120	0
Sylph	0	0	0	0	0	0	10	0	17	0	0	0	0	0	0	0	0	0
Taneth	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0	16	57
Ted	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
Teliel	0	0	0	0	2	38	16	0	0	145	61	0	0	1	68	4	86	40
Theodoxus	0	0	0	15	13	64	1	30	64	61	16	0	0	0	2	0	0	62
Tiwaz	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14	4
Trey	0	0	0	0	6	0	112	0	0	0	1	0	0	0	0	1	1	41
Twig	0	0	0	30	0	0	8	0	10	36	12	0	0	0	3	0	4	12
Tyr	0	0	0	0	0	0	0	1	0	0	0	0	4	0	0	0	0	0
Whitlock	0	0	0	1	1	0	4	0	0	54	1	0	0	0	0	1	6	0

A WORD FROM THE PRIME MINISTER
(OK, MORE THAN ONE)

We're coming to the end of my first full term as Prime Minister. I'm trying to get all the records up to date. It seems we are still lacking waivers for some of our people. I will have a list out at the park of everyone that has a signed waiver in my possession and a bunch of blank forms.

Our attendance numbers are still below what is needed to pass the next audit. We need more people coming out to the park. Bring a friend, bring a stranger, just bring someone! If you have any ideas on how to increase attendance please let the Monarchy know.

Baron Styxx
Prime Minister of Pegasus Valley